

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S31	2	(z-stack adj construc\$4) AND @pd< "20031209"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/19 11:32
S58	28	((Z adj stack) OR (hierarchical NEAR depth NEAR buffer) OR (image NEAR depth NEAR buffer)) AND @pd< "20031209"	US-PGPUB	AND	ON	2007/11/19 16:54
S61	23	((Z adj stack) OR (hierarchical NEAR depth NEAR buffer) OR (image NEAR depth NEAR buffer) AND (image adj information) AND (z- values) AND ("3" adj d adj model) AND (view adj point) AND (viewpoint\$3)) AND @pd< "20031209"	US-PGPUB	AND	ON	2007/11/20 07:37
S80	52	((object NEAR4 extrac\$4) AND (depth NEAR4 field) AND blur\$4) AND @pd< "20031209"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/20 09:42
S81	7	((object NEAR4 extrac\$4) AND (view adj point) AND (depth NEAR4 field) AND blur\$4) AND @pd< "20031209"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/20 09:44
S85	5	(raster\$4 OR ("3" adj3 d NEAR4 raster\$4)) AND ((z ADJ3 values) OR (depth NEAR4 image) OR (Z ADJ3 pyramid) OR (depth NEAR4 buffer) OR (Z ADJ3 buffer) OR depth) AND (("3" ADJ3 d) NEAR4 render) AND (primitives OR polygones OR triangles) AND (primitives OR polygones OR triangles) AND ((vertex NEAR4 shader) OR (pixel NEAR4 shader) OR	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/20 10:39

		(shader NEAR4 model) OR (shader NEAR4 language) OR (fragment NEAR4 shader)) AND @pd< "20031209"				
S95	24	((object NEAR4 extrac\$4) AND viewpoint\$4 AND z- buffer) AND @pd< "20031209"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/11/20 15:37
S100	230	(computer NEAR graphics NEAR processor render\$4 NEAR4 (parallel adj N) NEAR4 ("2" adj D) NEAR4 image NEAR4 ("3" adj D) NEAR model) AND @pd< "20031209"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/11/26 11:43
S162	107	((Z adj stack) OR (hierarchical NEAR depth NEAR buffer) OR (image NEAR depth NEAR buffer) AND (image adj information) AND (z- values) AND ("3" adj d adj model) AND (view adj point) AND (viewpoint\$3)) AND @pd> "20031209"	US-PGPUB	AND	ON	2007/12/03 14:09
S219	91	((texture NEAR5 memory NEAR4 primitive\$4) AND @pd< "20031209"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/12/05 13:26
S229	23	((Z adj stack) OR (hierarchical NEAR depth NEAR buffer) OR (image NEAR depth NEAR buffer) AND (image adj information) AND (z- values) AND ("3" adj d adj model) AND (view adj point) AND (viewpoint\$3)) AND @pd< "20031209"	US-PGPUB	AND	ON	2007/12/06 14:13

12/ 7/ 2007 8:02:20 AM

C:\Documents and Settings\amerouan\My Documents\EAST\Workspaces\first\_Case.wsp